

G A M E F A N

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 3

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32X

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SUPERSTAR
KNUCKLES
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CHAOTIX

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CES '95
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**TAKARA'S INCREDIBLE
TOH SHIN DEN**



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SKELTON KREW





NINTENDO
STARFOX 2



NINTENDO
KIRBY'S DREAM COURSE

NINTENDO
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NINTENDO
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It was an interesting time over at the massive Nintendo area. I crossed the land of DKC hoping to be dazzled by Starfox 2, Comanche, and FX Fighter. Starfox 2 looked great, but I've been down that road, Comanche is ultra pixelized (but plays very well) and FX Fighter, well, let's just say it needs work. To my surprise what really impressed me at the Nintendo booth was the Virtual Boy! What a cool device this is! At first you think black and red, big deal. But once you are immersed in a true 3D, bitmapped world of it, it becomes a very personal experience. The black and red creates a unique atmosphere unlike anything I have ever experienced in gaming. Hey, I love gadgets, and this is the ultimate gadget! It looks and feels totally new. I played Telero Boxer first and was mildly amused, then I moved to Pinball and started to really get into it. But then... I saw Mario! He's walking along side scroll and then all of a sudden, he turns and walks into the background... way into the back-



ground! You play VR Mario on two plains! The graphics look great and the depth is hard to describe. There was also an F-1 demo that blew me away. Again I can't describe it, but take my word for it, you've never played a REAL 3D game. A Starfox type shooter, and an overhead shooter where you fly between the scrolls was also present. The Virtual Boy was, for me at least, the high point of the CES. Nintendo will debut the Ultra-64 at the upcoming E3 in May. Did you see the Mask? Remember at the end when Ipkins (the Mask) pulls out the mega cannons at the end of the movie... that's kind of what Nintendo is doing at E3. The Ultra is a BIG GUN!

The best looking SNES stuff at the show was Squares animation/SGI-Mana style-made in the USA-RPG, The Secret of Evermore, Titus's amazing Prehistoric Man, Konami's Metal Madness, Capcom's return to the original Megaman, Megaman 7, and Nintendo's own Starfox 2.



VIRTUAL BOY TECHNICAL SPECIFICATIONS

CPU: 32-BIT RISC PROCESSOR RUNNING AT 20 MHz
DISPLAY: DUAL MIRROR-SCAN, HIGH RESOLUTION, LED DISPLAYS
AUDIO: STEREO SOUND WITH SELF CONTAINED DUAL SPEAKER SYSTEM
MEASUREMENTS: 8.5"H x 10"W x 4.3"D
SOFTWARE: ROM CARTRIDGE
WEIGHT: 760 grams (HEAD UNIT ONLY)



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NINTENDO ACCEPTS THEIR AWARDS FOR GAI&A & METROID



VIRTUAL BOY



THIS WAS A VERY FUN PLACE TO BE!